FOR GAME TIPS CALL 1-900-903-TIPS.
$0.99/min., must be over 18 years or have parental permission.
Touch tone phones only.

ELECTRO BRAIN
573 East 300 South, Salt Lake City, Utah 84102 U.S.A.
Phone 801-531-1867

© 1991 NINTENDO OF AMERICA INC. ALL RIGHTS RESERVED.
© 1991 ELECTRO BRAIN CORP.
© 1994 ARGONAUT SOFTWARE GROUP B.V.
VORTEX™
DESIGNED AND DEVELOPED BY ARGONAUT SOFTWARE GROUP B.V. ALL RIGHTS RESERVED.
LICENSED BY NINTENDO® FOR PLAY ON THE SUPER NINTENDO ENTERTAINMENT SYSTEM.® NINTENDO,® SUPER NINTENDO ENTERTAINMENT SYSTEM,® SUPER NES,™ AND THE NINTENDO SEAL OF QUALITY ARE REGISTERED TRADEMARKS OF NINTENDO OF AMERICA INC.
ELECTRO BRAIN CORP.® AND THE ELECTRO BRAIN LOGO ARE REGISTERED TRADEMARKS OF ELECTRO BRAIN CORP.
VORTEX™ IS A TRADEMARK OF ELECTRO BRAIN CORP.

Printed in Japan

SNS-4V-USA

ELECTRO BRAIN®

VORTEX™

INSTRUCTION BOOKLET

SUPER NINTENDO® ENTERTAINMENT SYSTEM

WARNING: PLEASE READ THE ENCLOSED CONSUMER INFORMATION AND PRECAUTIONS BOOKLET CAREFULLY BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM OR GAME PAK.

Thank you for purchasing Electro Brain Corp.'s original and definitive FX chip sci-fi thriller "Vortex" for your Super Nintendo Entertainment System. This game features the revolutionary FX chip, incredible action and sounds, astounding game play and graphics that will blow your mind. Before you step into your Morphing Battle System and take off for the planet of Cryston we recommend you read the following instructions carefully. We fear that if you don't follow our advice you'll be reduced to a mound of steaming and smoking slag by the vile and ruthless barbarians of Aki-Do, which would not be very comfortable. All systems go . . . engage!

CONTENTS

I. **Getting Started and the Menu Screen** 3
II. **How to Control Your Morphing Battle System** 7
III. **Training and Mission Areas** 12
IV. **Your Mission** 16
V. **Weaponry and Items** 20
VI. **The Morphing Battle System, Allies and the Mother Ship** 24
VII. **Como Empezar El Juego y La Pantalla Inicial** 28
VIII. **Como Controlar Tu Sistema De Batalla Metamórfico** 32

LICENSED BY Nintendo

NINTENDO, SUPER NINTENDO ENTERTAINMENT SYSTEM AND THE OFFICIAL SEALS ARE REGISTERED TRADEMARKS OF NINTENDO OF AMERICA INC.
© 1991 NINTENDO OF AMERICA INC.

Official Nintendo Seal of Quality

THIS OFFICIAL SEAL IS YOUR ASSURANCE THAT NINTENDO HAS APPROVED THE QUALITY OF THIS PRODUCT. ALWAYS LOOK FOR THIS SEAL WHEN BUYING GAMES AND ACCESSORIES TO ENSURE COMPLETE COMPATIBILITY WITH YOUR SUPER NINTENDO ENTERTAINMENT SYSTEM. ALL NINTENDO PRODUCTS ARE LICENSED BY SALE FOR USE ONLY WITH OTHER AUTHORIZED PRODUCTS BEARING THE OFFICIAL NINTENDO SEAL OF QUALITY.

I. GETTING STARTED AND THE MENU SCREEN . . .

Insert your "Vortex" game pak into your Super Nintendo. Make sure the power is on. When you are ready to begin the game, press **Start**.

The Title Screen is before you now. The options are as follows:

- Start
- Options
- Password
- Control

If you select ***Start***, press **Start** to begin the adventure.

With this completed, you will be taken to a sub-menu where you can select either the Training mode or the Game mode. To select either of these options, move the cursor **Up** or **Down** to either Training or Game and then press **Start**.

Sub Menu screen

If you select ***Options***, press **Start** to enter the Options menu. This screen displays various options you are able to choose from:

- *Language*
- *Difficulty*
- *CPU Targeting*
- *Sound*
- *Music Test*

Language: You can play the game in english or spanish. To select a language, move the cursor to *Language*, then press the Control Pad either **Left** or **Right** to cycle through the choices. Move the Control Pad **Up** or **Down** to select another option or press **Start** to exit the Options Menu and return to the Title Screen.

Difficulty: To select a difficulty level, move the cursor to *Difficulty*, then press the Control Pad either **Left** or **Right** to cycle through the choices. The three choices are: Easy, Normal or Hard. Move the Control Pad **Up** or **Down** to select another option or press **Start** to exit the Options Menu and return to the Title Screen.

CPU Targeting: Select the targeting system to be operated by the computer or manually. If you select ON, the target will appear automatically on the screen and will lock onto the nearest enemy. If you select OFF, no target will appear on

the screen to lock onto an enemy. Move the cursor to *CPU Targeting* and press the Control Pad either **Left** or **Right** to choose On or Off. Move the Control Pad **Up** or **Down** to select another option or press **Start** to exit the Options menu and return to the Title Screen.

Sound: Select stereo or mono music and sound. Move the cursor to *Sound*, and press the Control Pad either **Left** or **Right** to choose Stereo or Mono. Move the Control Pad **Up** or **Down** to select another option or press **Start** to exit the Options menu and return to the Title Screen.

Music Test: This option will allow you to select a piece of music to preview. Move the cursor to *Music Test* and press the Control Pad either **Left** or **Right** to cycle through the choices. When your selection appears on the screen the music will play until you either move the Control Pad **Up** or **Down** to select another option or press **Start** to exit the options menu and return to the title screen. This option will not affect the music in the game.

If you select ***Password***, press **Start** to enter the *Password* feature.

Each time you complete a level, the computer will give you a password. Write it down exactly and put it in a secure place so it will not be lost. This password will allow you to begin play, at any time, at the beginning of the level following the last level you successfully completed. If you wish to enter your password, enter the password option by moving the cursor to *Password* and pressing **Start**.

Password screen

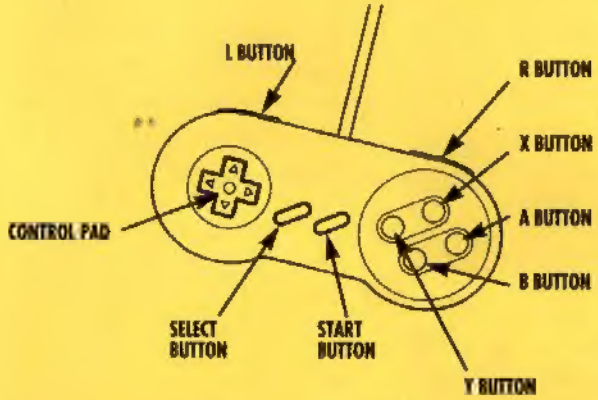
Begin working from the left and finish on the right. To cycle through the letters move the Control Pad either **Up** or **Down**. When the letter you want appears, press the Control Pad either **Left** or **Right** to move to the next letter. When you have entered the correct password, press **Start**.

If you select ***Control***, press **Start** to enter the ***Control*** feature. Follow Dante's instructions for a complete description on how to operate the controls of the Morphing Battle System.

Control screen

II. HOW TO CONTROL YOUR MORPHING BATTLE SYSTEM . . .

The following is a quick reference guide for the operation of the Controls in Vortex.



The Start Button: The **Start** Button calls up the level map during the adventure, or confirms a menu choice. While the mission level map is displayed, the adventure is paused. Press **Start** again to return to the adventure. You will need to refer to the map to remind you where the important items are located on each planet. On all planetary maps, mission objectives are shown as flashing dots.

The Select Button: The Select Button cycles through the Morphing Battle System's four shapes.

The Control Pad: Press the Control Pad **Up** to move the Morphing Battle System forward; **Down** to reduce speed and / or move backwards; **Right** to move right and **Left** to move left. In the Sonic Jet form when **Up** is pressed the Sonic Jet will dive and when **Down** is pressed the Sonic Jet will climb.

In the modes of the Walker, Land Burner and Hard Shell, you will be able to adjust your speed by controlling the Morphing Battle System's transmission. Your speed can be seen in a meter found in the lower left corner of the Adventure screen. The Morphing Battle System is capable of three forward speeds, neutral and reverse. Only the Walker, Hard Shell and the Landburner forms are capable of all speeds. The illuminated box next to the Morphing Battle System's radar indicates the current speed:

Forward Fast—top yellow box
Forward Medium—middle yellow box
Forward Slow—bottom yellow box
Stop (Neutral)—blue box
Reverse—red box

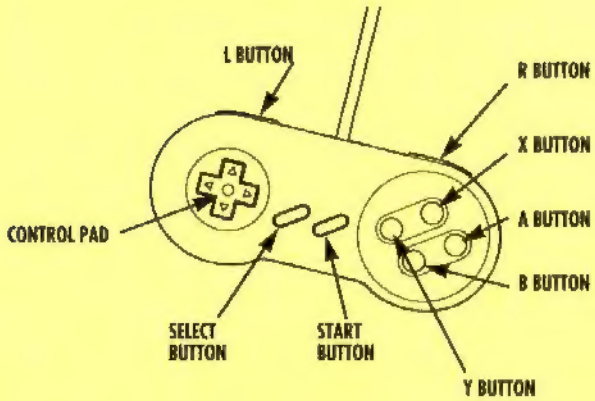
Forward Fast

Forward Medium

Forward Slow

Stop (Neutral)

Reverse



The X Button: Causes the Morphing Battle System to jump forward. To jump backwards, press the **X Button** with **Down** on the Control Pad. Both the Walker and the Land Burner can jump. The distance of your forward jump is dependant upon the speed your Walker or Land Burner is traveling. The Hard Shell cannot jump. In the Sonic Jet mode, press the **X Button** for a turbo boost!

The B Button: Causes the Morphing Battle System to turn 180 degrees around and face the opposite direction! In Sonic Jet mode, press the B button to use the air brakes and slow the Jet down.

The A Button: Fires the weapon carried on the Morphing Battle System's right arm.

The Y Button: Fires the weapon carried on the Morphing Battle System's left arm.

The R Button: Depress this button and hold it down while pressing one of the following buttons to transform directly into a specific shape:

R + A ----------Hard Shell
R + B ----------Land Burner

The L Button: Depress this button and hold it down while pressing the following buttons to change the weapons on the Morphing Battle System's right or left arm:

L + Y----------Change left
L + A----------Change right

Tactical Rear View: Depress and hold the **L Button** while pressing the Control Pad either **Left** or **Right** to turn your character and the camera angle of your adventure up to 360 degrees.

Only in the Hard Shell form are you able to launch Electro Bombs at enemies. To launch an Electro Bomb, press the **L and R buttons at the same time.** Whammo . . . you've leveled the enemy!

The time has come for you to blast off on your incredible adventure. Enter the Morphing Battle System brave warrior of Deoberon!

III. TRAINING AND THE MISSION AREAS . . .

Your adventure takes place in two separate planetary systems, Deoberon and Aki-Do. These two systems are linked together by the Interdimensional Vortex. Before your Morphing Battle System is sent to the Aki-Do System, you should first complete three simulator Training missions. Lt. Dante will give you a full debriefing on what is expected of you.

Training 1: *Weapon Test*

Training 2: *Navigation Test*

Training 3: *Seek and Destroy*

Once the simulations have been successfully completed you will journey to the Aki-Do System, via the Vortex, and land on each planet one by one.

Mission 1: *The Vortex*

Mission 2: *Cryston*

Mission 3: *Voltair*

Mission 4: *Thermis*

Mission 5: *Magmemo*

Mission 6: *Return through The Vortex*

Mission 7: *Trantor*

IV. YOUR MISSION . . .

Your mission is to recapture the Core segments and take them back to Trantor. One Core segment is located on each of the four planets of the Aki-Do System. The final piece is located somewhere in the Interdimensional Vortex. This can be retrieved only after you have retrieved the first four pieces. Finally with the pieces of the Core safely in tow, you will navigate through the mazes of the Citadel on Trantor and search for the resting place of the A. I. Core where it will be reassembled and the plans of the Aki-Do hordes will have been thwarted.

When you have collected a Core segment from a planet surface you will be picked up by the Mother Ship and taken to the next planet's mission area.

Before you now is the Adventure screen. Watch this screen closely during the entire course of your adventure. It will tell you the following things:

Lives Remaining

The number of replacement Morphing Battle Systems you have remining is shown in the top left corner. Your game will be over when your last Morphing Battle System is destroyed.

Time Remaining

The time displayed in the top center of the screen will count down. If the timer reaches zero your mission is considered a failure and your Morphing Battle System will be destroyed, reducing your lives by one. You will encounter the timer in some mission areas and all bonus stages!

Score

Points are earned for each enemy destroyed. The total score is displayed in the top right corner of the Adventure screen.

Radar

The Radar shows the location of ground objects and enemies near the Morphing Battle System and is located in the lower left corner of the screen. The Morphing Battle System is shown as a red dot in the center of the radar box. Ground objects are shown a small green or blue dots and enemies as large yellow dots. Shots fired are shown as small red dots.

Shield Meter

The first yellow bar from the lower right corner of the Adventure screen is your Shield Meter. It will be gradually depleted when you collide with an object or enemy attack damages the Morphing Battle System. Your Morphing Battle System will explode when your Shield Meter is empty.

Fuel Meter

The second yellow bar from the lower right corner of the Adventure screen is your Fuel Meter. When you run out of fuel the Morphing Battle System cannot move anymore and you are a sitting target.

Target Cursor

The Target Cursor will frame in an enemy in front of your Morphing Battle System. The Target Cursor shows which enemy your guided missiles (fired from the left arm of the Walker) are going to hit. When tracking an enemy the four square corners of the cursor move in from the edges of the screen to appear over the enemy. When locked onto an enemy the cursor changes from square corners to round corners.

When the cursor is locked on, your guided missiles will home in on the enemy. If you fire a missile at an enemy when the cursor is not locked on, your missile will probably miss the mark. To get the cursor to lock on to a different target simply turn and face the new target.

Left Arm Weapon Icon

The Morphing Battle System's left arm carries guided missiles and rockets and this icon shows which weapon is in use. This icon is the meter closest to the right bottom corner of the screen.

Left Arm Ammunition Meter

This digital readout beneath the Left Arm Weapon Icon shows how much ammunition the weapon shown on the Left Arm Weapon Icon has left. When this meter is empty, or reads 000, the weapon cannot fire!

Right Arm Weapon Icon

The Morphing Battle System's right arm carries a cannon and a laser and this icon shows which weapon is in use. This icon is the second closest meter to the right bottom corner of the screen. Remember, the laser is unlimited, but if you fire it continuosly its charge will run out and it will fire at a much slower rate. The Right Arm Weapons Meter tells you how much charge is left in the laser, with 100 being the maximum. The laser will rapidly recharge when the laser is not fired.

Right Arm Ammunition Meter

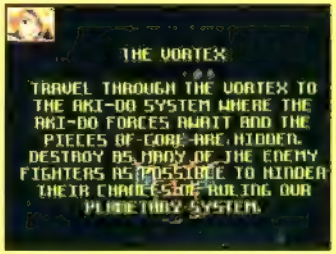
This digital readout beneath the Right Arm Weapon Icon shows how much ammunition the weapon shown on the Right Arm Weapon Icon has left. When this meter is empty, or reads 000, the weapon cannot fire!

Compass

The Compass, located in the top center of the screen, will tell you what direction you are heading. Always pay close attention to this device, and flip back and forth to your map to prevent getting lost!

Game Start

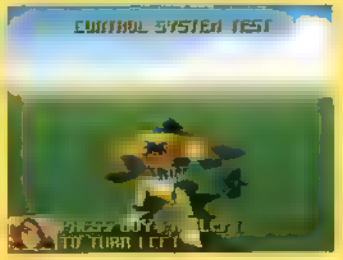
At the beginning of every level, Lt. Dante will give you a mission debriefing. Listen closely to what she has to say . . . she will guide you through the mission areas to the Core segments. On the screen you will see the Core segments you have or have not picked up. When you are ready to begin the adventure press **Start**.



Mission Debriefing screen

V. WEAPONRY AND ITEMS . . .

The Morphing Battle System carries a variety of weapons in two pods carried on your robot's arms. The left arm carries rockets and missiles and the right carries a laser and a cannon. Each weapon has its own ammunition, except the laser, which is unlimited.



Guided Missiles are carried on your robot's left arm. They automatically home in on an enemy that has been targeted with the target cursor. If fired at an enemy when the target cursor is not locked on, your missiles will probably miss the the target. Guided Missiles are best used against flying enemies.

Rockets are also carried on your robot's left arm. They are unguided (they only fire forward) and are fired in bursts of several at once. Rockets are best used against heavily defended ground enemies.

The **Cannon** is carried on your robot's right arm and fires heavy, armour piercing shells.

Carried on your robot's right arm, the **Laser** fires bolts of pure light. The Laser is weaker than the Cannon but it has unlimited ammunition. However, the laser's power source takes time to recharge, and if fired rapidly the laser will fire much more slowly

Many items have been scattered around the planets of the Aki-Do and Deoberon Systems to help your Morphing Battle System complete its mission. Each item has been enclosed in a protective shell, which only the Morphing Battle System can open. This, however, makes it impossible to know what an item is until its shell has been removed.

To open a shell the Morphing Battle System must be in the Walker form. Walking into the shell will cause it to disintegrate, revealing the item inside. To collect the item simply walk into it. These are some of the items you can pick up during the game.

Electro Bombs

Electro Bombs are the most powerful weapons you will be able to fire against an enemy. The only form of the Morphing Battle System that is able to launch these super weapons is the Hard Shell. Collect as many of these super weapons as you can and use them sparingly . . . they are few and far between!

Ammunition/Fuel Pods

Picking up one of these will replenish either your Missiles, Rockets, Cannon, Shield Meter or Electro Bombs.

A.I. Core segments

Your mission is to recapture the five segments of the A.I. Core and take them back to the planet of Trantor. When you have defeated the mission's boss and collected the Core segment you will be picked up by the Mother Ship and taken to your next mission area.

The Mother Ship will only come and get you if you have successfully completed your mission.

There are other items you will be able to pick up which are not encased in item pods:

Keys and Keyholes

To open the protective shell of some items or places you will need a key. Items that need a key have a lock next to them. In the lock will be a keyhole, which can be square, triangular, pentagonal (5 sides), or pentagonal with a design in its center. To open a lock you will need a key with the same shape. Most keys are enclosed in item pods, except for the pass keys.

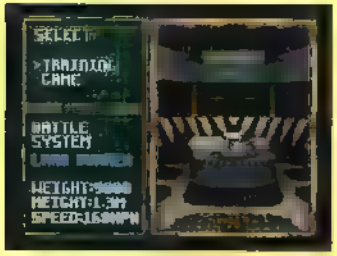
When you collect a key, Lt. Dante will tell you that you have picked it up. All keys collected can be seen on the Adventure screen above the left and right arm Weapon Meters and Icons. You can, therefore, carry more than one key at a time.

VI. THE MORPHING BATTLE SYSTEM, ALLIES, AND THE MOTHER SHIP . . .

The Morphing Battle System is capable of transforming into four different shapes, each of which has its own unique ability.

Walker

This is the main Morphing Battle System shape and the shape the Morphing Battle System starts each mission in. The Walker is a large robot, designed for exploration and defense. The Walker is capable of three forward speeds plus reverse and neutral. The Walker can jump forward or backward, face backward and can fire simultaneously from weapon pods on its left and right arms.

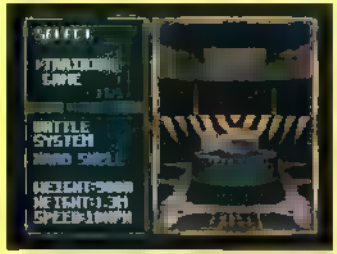


Land Burner

The Land Burner is a low wheeled car capable of very high speeds, but this makes it hard to control. As a default weapon, the Land Burner can fire the same laser as the Walker. The only special weapons it can fire are those carried on the Walker's right arm. You cannot change the left arm weapon in Land Burner mode. To change weapons in the Land Burner follow the same process as outlined in section III of this booklet which is presently in your hot and sweaty little hands! The Land Burner is normally used to travel at high speeds without using as much fuel as the Jet.

Sonic Jet

The Sonic Jet is a jet aircraft that allows the Morphing Battle System to fly to areas that are otherwise inaccessible. As a default weapon, the Sonic Jet can fire the same laser as the Walker. Like the Land Burner it can only fire weapons carried on the Morphing Battle System's right arm. You cannot change the left arm weapon in Sonic Jet mode. To change weapons in the Sonic Jet form follow the instructions as outlined in section III of this booklet. The Sonic Jet normally cruises at very high speeds, but can use a turbo boost or air brakes to speed up or slow down for short periods. Be warned, the Sonic Jet uses lots of fuel, especially when the turbo boost is used, so keep an eye on that Fuel Meter! Do not run out of fuel . . . if you do your Morphing Battle System will explode and you will lose one life! How do you refuel your Morphing Battle System? Read on brave warrior!



Hard Shell

To protect your Morphing Battle System from danger it can transform into the Hard Shell. When in the Hard Shell form, damage to your Morphing Battle System is taken from the Fuel Meter instead of the Shield Meter, preventing Shield damage. Watch out, when all the fuel is used up, further damage will destroy your Morphing Battle System! The Hard Shell can only move forward or backward at very slow speeds. The Hard Shell is the only form that can launch Electro Bombs. To refuel your Morphing Battle System, transform into the Hard Shell mode and sit still. The Hard Shell is equipped with solar energy panels that will refuel your Morphing Battle System with solar energy. Hey . . . it is quick, efficient, and good for the environment!

Allies:

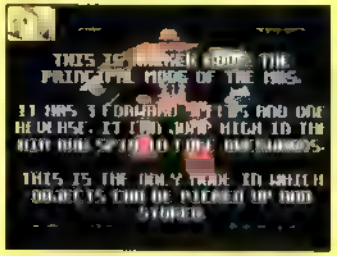
During the course of your adventure you will be supported by several friends and devices to make your job a little easier Each one is d scussed in detail be ow

Defense Unit

The mil tary commanders on Gravis sent several Defense Reconnaissance Droids to scout the planets of the Aki-Do and Deoberon systems. One can be found on each planet, and they are programmed to help the Morphing Battle System. When you find a Defense Unit Droid he will follow you around and attack all enemies near you. He will do this until his energy runs out and / or he is destroyed.

Mother Ship

Your friend and colleague Lieutenant Dante is the pilot of the Mother Ship that transports you between missions. While you are on your mission she will monitor your progress from orbit and give advice and suggestions to help you complete your task. Her picture appears on the screen when she offers advice She is extremely beautiful and very wise . . pay close attention to her!



Bonus Levels

After you complete a level, Lt Dante will drop you into a secret Bonus Level where you will be able to earn extra Morphing Battle Systems. These levels are filled with Aki-Do barbarians and you need to navigate through these levels in a certain amount of time If you fail, you will not obtain an extra try and will be flown to the next mission. If you succeed, you will earn an extra try, and be flown to the next mission area where you will be able to use it!

VII. COMO EMPEZAR EL JUEGO Y LA PANTALLA INICIAL . . .

Introduce tu paquete del juego "Vortex" en tu Super Nintendo. Asegúrate de que tu Nintendo este encendido. Veras el logo de Electro Brain corp. y el Argonaut por unos segundos en la pantalla y seguidamente la historia se abrirá. En cuanto estés preparado para comenzar el juego, presiona el **Start**

Ahora tienes la pantalla del titulo frente a ti. Esta pantalla contiene varias opciones para elegir. Las opciones son las siguientes

- Start
- Opciones
- Contraseña
- Control

Si seleccionas **Start**, presiona **Start** para empezar la aventura.

Con esto completado, serás llevado a un sub-menú donde podrás seleccionar el mode de entrenamiento o el mode de el juego. Para seleccionar cualquiera de estas opciones, mueve el cursor hacia **Arriba** o hacia **Abajo** para entrenamiento o juego y seguidamente presiona **Start**.

Sub Menu pantalla

Si selecciones las **Opciones**, presiona **Start** para entrar en el menú de Opciones.

La pantalla te mostrara las diferentes opciones que puedes elegir.

- Idioma
- Dificultad
- Blanco de Tiro del UPC
- Sonido
- Prueba de Música

Dificultad Para seleccionar el nivel de dificultad, mueve el cursor hacia *Dificultad*, y después presiona el Control Pad hacia la **Izquierda** o la **Derecha** para circular alrededor de las posibilidades. Las 3 posibilidades son. Fácil, Normal,y Difícil. Cuando aparezca tu selección en la pantalla mueve el Control **Arriba** o **Abajo** para seleccionar otra opción o presiona **Start** para salir de el menú de opciones y volver a la pantalla del titulo

Blanco de Tiro del UPC Esta opción te permitirá seleccionar si quieres o no tener el sistema del blanco de tiro operado por la computadora o manualmente. Si seleccionas on, el blanco aparecera automáticamente en la pantalla y apuntará al enemigo mas cercano durante la batalla. Tus misiles serán automáticamente

lanzados contra el enemigo que ha sido apuntado por el blanco de tiro. Si seleccionas off, serás capaz de disparar a cualquier cosa que desees y ningún blanco apuntando al enemigo aparecerá en la pantalla. Mueve el cursor hacia el blanco de tiro del UPC y presiona Control Pad hacia la **Izquierda** o **Derecha** para elegir On o Off. Cuando tu elección aparezca en la pantalla, mueve el Control Pad para **Arriba** o **Abajo** para seleccionar otra opción o presiona **Start** para salir del menú de opciones y volver a la pantalla del título.

Sonido. Esta opción te permitirá seleccionar la música y el sonido en sistema estereo o mono. Si seleccionas estereo, la música y el sonido aparecerán durante el juego en estereo. Mueve el cursor hacia *sonido*, y presiona el Control Pad hacia la **Izquierda** o la **Derecha** para elegir estereo o mono. En cuanto tu selección aparezca en la pantalla ya puedes mover el Control Pad para **Arriba** o **Abajo** si quieres seleccionar otra opción o presiona **Start** para salir del menú de opciones y volver a la pantalla del título.

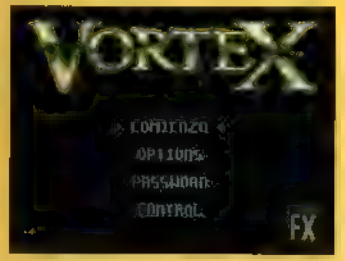
Prueba de Música: Esta opción te permitirá seleccionar una pieza de música que será tocada durante el juego. Puedes elegir las siguientes: Título, Final, Fin, Bonus, Bestia Grande, Bestia, Trantor, Magmemo, Thermis, Voltair, Cryston, Vortex, Entrenamiento, Control, Introducción y Espera. Mueve el cursor hacia *Prueba de Música* y presiona el Control Pad para la **Izquierda** o **Derecha** para señalar tus elecciones. Cuando tu elección aparezca en la pantalla la música empezará, mueve el Control Pad hacia **Arriba** o hacia **Abajo** para seleccionar otra opción o presiona **Start** para salir del menú de opciones y volver a la pantalla del título. Esta opción no afectará a la música del juego.

Si seleccionas ***Contraseña***, presiona **Start** para introducir tu *Contraseña*. Una nueva pantalla se abrirá en ese momento.

Cada vez que completes un nivel, la computadora te dará una contraseña. Apuntala exactamente tal como esta escrita y guárdala en un lugar seguro para que

Pantalla del Título

Pantalla de Contraseña

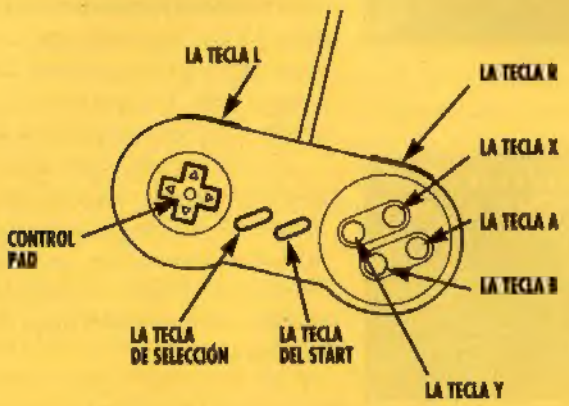


Ante ti ahora tienes los sitios en los que la contraseña puede ser introducida. Empieza de izquierda a derecha. Para señalar las letras o numeros mueve el Control Pad hacia **Arriba** o **Abajo** cuando aparezca la letra deseada. Presiona el Control Pad a la **Izquierda** o **Derecha** para proseguir con la siguiente letra. Una vez hayas introducido la contraseña correcta presiona **Start**, y estarás de nuevo en el principio del nivel en que dejaste el juego!

Si seleccionas **Control**, presiona **Start** para abrir la opción de Control. Una nueva pantalla con la Teniente Dante se abrirá ante ti. Sigue las instrucciones que Dante te de sobre una descripción completa de como operar los controles del Sistema de Batalla Metamórfico.

VIII. COMO CONTROLAR TU SISTEMA DE BATALLA METAMÓRFICO . . .

Lo siguiente es una guía rápida de como operar los controles del Vortex.



La Tecla del Start: La tecla del **Start** abrirá el mapa del nivel durante la aventura, o confirmará una elección en el menú. Mientras el mapa del nivel de la misión este en la pantalla la aventura estará en pausa. Presiona **Start** de nuevo para volver a la aventura. Necesitarás hacer varias referencias al mapa para recordarte donde están situados los objetos importantes en cada planeta. En todos los mapas planetarios, los objetivos de cada misión están señalados con luces intermitentes.

La Tecla de Selección: La tecla de selección circula por las cuatro formas de Sistema de Batalla Metamórfico en orden cuando se presiona:

Walker > Sonic Jet > Land Burner > Hard Shell > Walker . . . etc.

El Control Pad: Presiona el Control Pad hacia **Arriba** para mover el Sistema de Batalla Metamórfico hacia delante; presiona el Control Pad hacia **Abajo** para reducir la velocidad de tu S.B.M. y para moverlo hacia atrás; presiona el Control Pad hacia la **Derecha** para mover tu S.B.M. hacia la derecha y presiona el Control Pad hacia la **Izquierda** para moverlo hacia la izquierda. Cuando el S.B.M. esta en la forma de Sonic Jet y el Control Pad se presiona hacia **Arriba** el S.B.M. bajara y cuando se presione hacia **Abajo** este se elevará.

En las formas de Walker, Land Burner, y Hard Shell serás capaz de ajustar tu velocidad controlando las transmisiones del S.B.M. Tu velocidad aparecerá en un velocímetro situado en la esquina inferior izquierda de tu pantalla. El S.B.M. posee tres velocidades hacia delante, una neutra, y una marcha atrás. Solamente el Walker, Hard Shell y el Land Burner poseen estas velocidades. La caja iluminada al lado del radar del S.B.M. indica tu velocidad en ese momento:

Hacia delante rápido—caja superior amarilla.
Hacia delante medio—caja media amarilla.
Hacia delante despacio—caja inferior amarilla.
Stop (neutra)—Caja azul.
Marcha atrás—caja roja.

Hacia delante rápido

Hacia delante medio

Hacia delante despacio

Stop (neutral)

Marcha atrás

La Tecla X: Hace que el S.B.M. salte hacia delante. Para saltar hacia atrás presiona la **Tecla X** y mantén el Control Pad hacia abajo. Tanto el Walker como el Land Burner pueden saltar. La distancia de salto depende de la velocidad inicial que alcances. El Hard Shell no puede saltar. En la forma del Sonic Jet presiona la **Tecla X** para el turbo a propulsión!

Walker saltando

Landburner saltando

Sonic Jet en la turbo a propulsión!

La Tecla B: Hace que el S.B.M.de un giro de 180 grados! En la forma de el Sonic Jet, presiona la tecla B para usar los frenos de aire y frenar la nave.

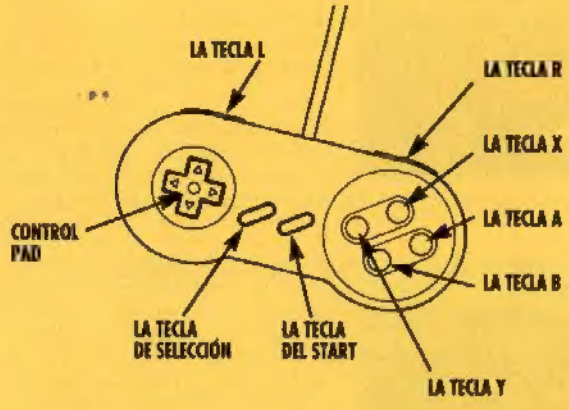
La Tecla de función B

Sonic Jet frenando

La Tecla A: Dispara las armas que el S.B.M. lleva en el brazo derecho.

La Tecla Y: Dispara las armas que el S.B.M. lleva en el brazo izquierdo.

La Tecla R: Mantén pulsada esta tecla mientras presionas las siguientes teclas para conseguir las formas deseadas:



R + Y ----------Walker
R + X ----------Sonic Jet
R + A ----------Hard Shell
R + B ----------Land Burner

La Tecla L: Mantén pulsada esta tecla mientras presionas las siguiente para cambiar el arma del S.B.M. del brazo derecho al izquierdo:

L + Y----------Change left
L + A----------Change right

Vista Táctica Trasera: Mantén pulsada la **Tecla L** mientras presionas el Control Pad hacia la **Izquierda** o **Derecha** para cambiar el ángulo de la cámara de tu personaje hasta 360 grados:

◀ de ángulo girando

◀ de ángulo girando

Solo en la forma de el Hard Shell podrás lanzar Electro Bombas a tus enemigos. Para lanzar una Electro Bomba, presiona las **Teclas L y R al mismo tiempo.**

Has aprendido ya todo de como controlar tu S.B.M. y ha llegado el momento de que comience tu increíble aventura. El S.B.M. te espera bravo guerrero de Deoberon y recuerdo siempre de abrochate el cinturón!

LIMITED WARRANTY

Electro Brain Corp. warrants to the original purchaser of this Electro Brain Corp. software product that the medium on which this computer program is recorded is free from defects in materials and workmanship for a period of ninety (90) days from the date of purchase. This Electro Brain Corp. software program is sold "as is," without express or implied warranty of any kind, and Electro Brain Corp. is not liable for any losses or damages of any kind resulting from use of this program.

Electro Brain Corp. agrees for a period of ninety (90) days to either repair or replace, at its option, free of charge, any Electro Brain Corp. software product, postage paid, with proof of date of purchase, at its Factory Service Center.

To receive this warranty:

1. **DO NOT return your defective Game Pak to the retailer.**
2. **Notify the Electro Brain Corp. Factory Service Center at 573 East 300 South, Salt Lake City, Utah 84102 (801-531-1867). When you write to us, please provide us with your phone number and a brief explanation of what appears to be wrong.**

This warranty is not applicable to normal wear and tear. This warranty shall not be applicable and shall be void if the defect in the Electro Brain Corp. software product has arisen through abuse, unreasonable use, mistreatment, or neglect. THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE ELECTRO BRAIN CORP. ANY IMPLIED WARRANTIES APPLICABLE TO THIS SOFTWARE PRODUCT, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED TO THE NINETY (90) DAY PERIOD DESCRIBED ABOVE. IN NO EVENT WILL ELECTRO BRAIN CORP. BE LIABLE FOR ANY SPECIAL INCIDENTAL, OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THIS ELECTRO BRAIN CORP. SOFTWARE PRODUCT.

Some states do not allow limitations as to how long an implied warranty lasts and/or exclusions or limitations of incidental or consequential damages so the above limitations and/or exclusions of liability may not apply to you. This warranty gives you specific rights, and you may also have other rights which vary from state to state.

FOR GAME TIPS CALL 1-900-903-TIPS.
$0.99/min., must be over 18 years or have parental permission.
Touch tone phones only.